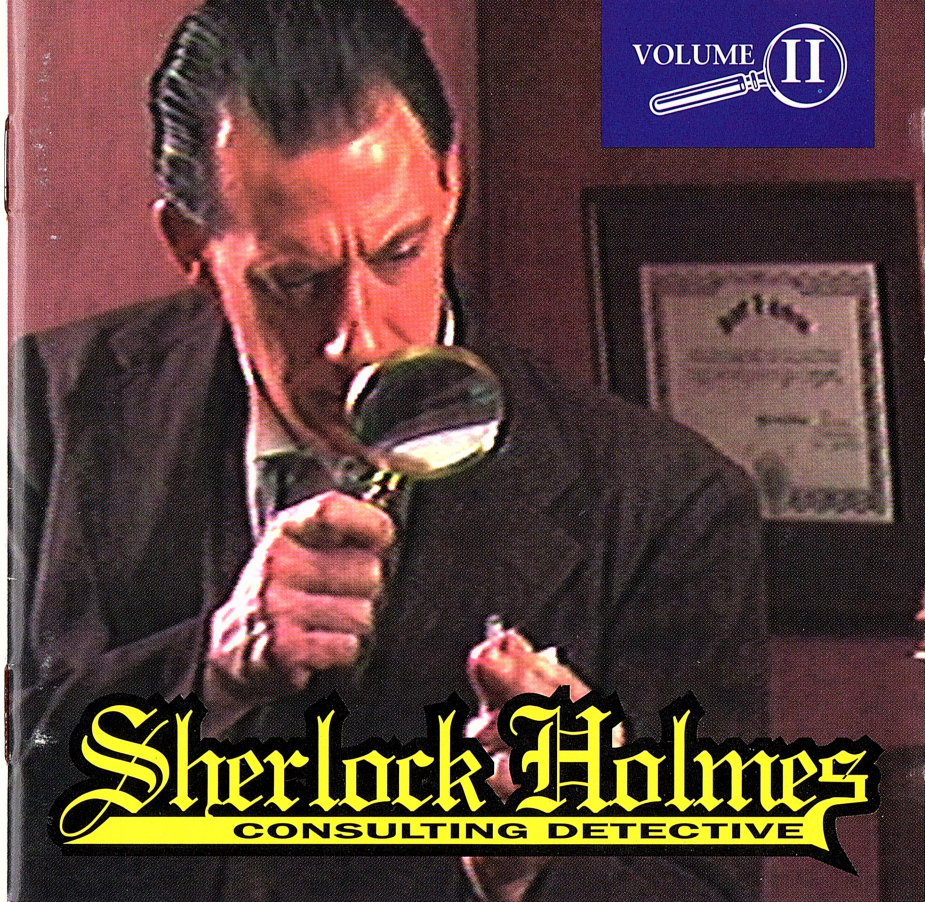
✔ **CHECK IT OUT:** *Remove for Instructions*

VIACOM NEWMEDIA

648 South Wheeling Road
Wheeling IL 60090-5767
U.S.A.

DOS Version ISBN # 0-929528-35-2
Macintosh Version ISBN # 0-929528-34-4



IMPORTANT

This manual contains instructions for both DOS and Macintosh platforms. First check to see that you have the disk that is made for your system, then follow the corresponding instructions to play the game.

DOS Requirements

- DOS 3.3 or later
- CD-ROM Drive
  - 380ms Minimum Access Time
  - 150 KB Data Transfer Rate, Continuous Read
- VGA Card & Monitor
- Any of the following sound cards, their compatibles, or sound systems: Adlib® Gold™, Covox Sound Master® II, Creative Labs Sound Blaster©, Media Vision ProAudioSpectrum, Microsoft® Windows™ Sound System, or the Tandy Sensation machine.
- 12MHz/286 PC or better with 640K RAM (520K Available Conventional Memory)
- Mouse

Macintosh Requirements

- Macintosh LC or greater
- 68020 CPU or greater
- System 6.0.7 with 32 Bit Quickdraw *or* System 7.0 or greater
- Color Screen with at least 256 colors
- 1.5M Available RAM
- CD-ROM Drive
  - 380ms Minimum Access Time
  - 150 KB Data Transfer Rate, Continuous Read

Sherlock Holmes, Consulting Detective

Volume II

Copyright © 1992, 1993, 1994 Viacom New Media, a division of Viacom International Inc. All Rights Reserved. Sherlock Holmes, Consulting Detective is a registered trademark from Sleuth Publications, Ltd., and is licensed by Viacom New Media. Use of the Sherlock Holmes characters by arrangement with Dame Jean Conan Doyle. Unauthorized use is prohibited. Macintosh is a registered trademark of Apple Computer, Inc. MS-DOS is a registered trademark of Microsoft Corporation. All other trademarks and registered trademarks are the property of their respective owners.

Contents

Introduction 3
A personal word from Sherlock Holmes' partner, Dr. John H. Watson, welcomes you to the game.

Case Log 4
Ready for action? Refer to this page for Watson's introductory comments on each of the cases.

Initial Clues 5
Can't wait to get started? Check this page for quick instructions on how to start the game, start a case, and quit the game.

Opening Leads 6
Need some help? Check this section for basic information and a brief walk-through on beginning your investigations.

Tools of the Trade 9
Trailing a suspect? Turn to this section to learn what game tools can help you and how to use them.

Save and Load 14
Need a break or a chance to get back on the case? This section gives you instructions on how to save and retrieve your game progress and score.

Q & A 16
Have some questions about running *Sherlock?* Turn to this section for some answers.

My Dear Friend,

This second volume of cases presents the opportunity for you to increasingly reinforce and refine your powers of discrimination and deductive reasoning.

Whether the realm of criminal transgression be that of political unrest, cultural advancement, or the intrigue of international affairs, bear in mind that despite differences in means, method of operation or milieu of events surrounding a case, each investigation requires unerring logic as well as strict adherence to the facts.

While you conduct your study in detection, you have available the assistance of both Holmes and myself for the retracing of evidence for a case. However, you determine the route of exploration and line of questioning.

Your task is to glean the most information from the least number of resources; then, to present your case in court once you have gathered enough evidence. Collect each of the key facts and answer all of the Judge's questions correctly, and you will be presented with the option of learning Holmes' solution to the case.

And now, as you pursue this adventure in sleuthing,
I bid you the best of wishes in your endeavours.

I am your most humble servant,

Dr. John H. Watson
221B Baker Street
London

Case Log

The Two Lions

It seemed a play on words: lions and Lyons. But the deaths of these two were definitely no game. What was the motive behind their killings? Were the murders simply routine? Or, were they a symbolic act of retaliation against British rule?

The Pilfered Paintings

Summer Solstice and *The Blue Unicorn*. Rarities in artistic expression—recently discovered, but more recently, stolen. Who could have taken the paintings? Was it for profit, position, or just a passion for art?

The Murdered Munitions Magnate

He was a man with entrepreneurial skill, elite clientele, and an eye for the ladies. But someone had an eye out for him, and now he's dead. But why? Was it for money, munitions, or remuneration for marital faith betrayed?

Initial Clues

Place the CD into the CD drive attached to your computer. Then, follow the instructions below that apply to your system:

DOS Users:
Select the CD drive from the DOS prompt (e.g., to select the D drive, type `D:`), type `SH2` and press the ENTER key.

Macintosh® Users:
Double-click the Sherlock2 icon.

After the opening sequence has played, make a selection from the Table of Contents in Holmes' Book:

- Selecting Instructions lets you choose a tool and hear a discussion of how it can be used to tackle your case.
- Selecting Holmes' Introductions plays a short video of Holmes (see the "Horse and Carriage" section on page 12 for video control instructions) and then lets you hear descriptions of the Baker Street Regulars.
- Selecting one of the three mysteries starts your investigation with a video of Holmes' introduction to the case.
- To save a game or load a previously saved game, please refer to the instructions in the"Save and Load" section on pages 14 and15.
- To quit the game, either select Quit or press the ALT and X keys simultaneously (DOS users) or press the Command and Q keys simultaneously (Macintosh users).

Conducting the Investigation
Throughout *Sherlock,* you will use a magnifying glass or pipe cursor to make a selection. Just be sure that the glass or the pipe's mouthpiece is over the item so you can select it.

The Instructions
To give you a better idea of what tools you will use during your investigations, choose this item from the Table of Contents.

1. Click The Instructions from the Table of Contents to display the picture gallery of investigative tools.

2. Click the picture of a tool for more information.

3. When you have finished listening to the tool descriptions, click Holmes' Book to return to the Table of Contents.

Holmes' Introduction
To get better acquainted with those individuals and institutions that may assist you, choose this item from the Table of Contents.

1. Click Holmes' Introduction and view the video of Sherlock Holmes introducing the Baker Street Regulars. (see the "Horse and Carriage" section for related video control instructions).

2. When the video sequence is complete, click the hollow square Stop button (DOS) or the circle in the Close box (Macintosh) to close the video scene, displaying the picture gallery of the Baker Street Regulars.

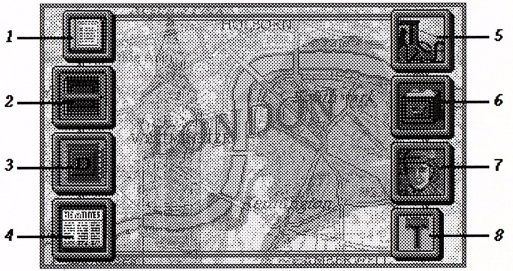
3. Click the picture of the person or place for information.

4. When you have finished learning about each person and place, click Holmes' Book to return to the Table of Contents.

Choosing a Case
To begin your investigation, click one of the three mysteries. A short video introduces you to the case.

Continuing a Case
After you have finished viewing the case introduction and gathered starting clues, click the hollow square Stop button (DOS) or Map icon (Macintosh). This closes the video scene and opens the Map.

Collecting Case Clues
The Map displays the following eight investigative tool icons:



1—Holmes' Book
2—Notebook
3—Directory
4—Newspaper
5—Horse and Carriage
6—Holmes' Files
7—Baker Street Irregulars
8—Trial

To use a tool, just click its icon (see the following section, "Tools of the Trade" for specific instructions). **Remember:** Your goal is to gather the most information from the least number of persons or places while visiting each as few times as possible.

Selecting a Person or Place
To go see or get information on a person or place, you must first select its name in either the Notebook or Directory.

For example, if you want to visit Inspector Lestrade, use the following steps:

1. Click the Directory icon to open it.
2. Click the *L* tab to open a list of names beginning with that letter.
3. Click the name "Lestrade, Inspector."

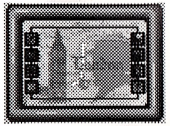
Seeing a Person or Place
Once a name is selected, the Horse and Carriage, Holmes' Files, and the Baker Street Irregulars tools are available for your selection. Just click the tool to use it.

Switching Tools
Either click the current tool's Close button (DOS, lower left corner) or box (Macintosh, upper left corner) to close it, then click another tool. Or, click the icon of the tool you wish to use next.

Convincing the Court
When you think you've gathered enough evidence, click the Trial icon to enter the courtroom (see the "Scoring and Trial" section for more information).

Tools of the Trade

The Map displays the icons for eight tools that you will use in your investigations.



You may return to the Map by clicking its icon whenever it is available.

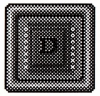
- To pick a tool from the Map, click its tool icon.
- To put a tool away, do any of the following:
  - click the Close *button* (DOS, lower left corner) or Close *box* (Macintosh, upper left corner)
  - press the ESC key
  - select another tool by clicking its icon

Holmes' Book
To stop, save, load a game, or select another mystery, return to the game's Table Of Contents by clicking this icon or the Map's Close box (Macintosh).

Notebook
Copy the names of people and places you want to check out into this handy reminder (the names of the Baker Street Regulars are already listed).

- To select a person or place in the Notebook, click the name.
- To copy a name into the Notebook, choose an entry from the Directory; then click the Notebook icon.

- To page through the Notebook:
  - Forward, click the lower right corner of the Notebook or use the Page Down key
  - Backward, click the lower right corner of the Notebook or use the Page Up key



Directory
Look in this reference for the people and places of Holmes' London. Or, place your selection in the Notebook for future reference.

- To select a name in the Directory:
  1. Click the tab with the initial of the person's last name or press the corresponding key on the keyboard (A-Z).
  2. Click the name of your choice

- To page through the Directory:
  - Forward, click the Right Arrow tab at the lower right edge of the Directory or press the Right Arrow key
  - Backward, click the Left Arrow tab at the lower left edge of the Directory or press the Left Arrow key

- If you click the Directory icon when it is closed, the Directory opens to the page listing the name that was last selected.

Newspaper
Scan *The Times* for start-up clues of the case.

Using Hard Copy
- To locate articles:
  1. Select the issue of your choice
  2. Flip through the issue until you see the article you need

Using Game Copy
- To open a newspaper:
  1. Choose the Newspaper icon, bringing up a dated index of issues
  2. Choose a date to see the illustrated issue

- To page through the Newspaper, click the upper right corner of the page or use the Page Up/Page Down keys

- To locate articles:
  1. Refer to the hard copy for the page, column, and article numbers of the article
  2. Return to the game copy and click the corresponding location

- To move from article to article:
  - Forward, click the Right Arrow button or press the Right Arrow key
  - Backward, click the Left Arrow button or press the Left Arrow key

- To move within an article:
  - Down, line-by-line, click the Down Arrow button or press the Down Arrow key
    - Down, page-by-page, press the Page Down key
  - Up, line-by-line, click the Up Arrow button or press the Up Arrow key
    - Up, page-by-page, press the Page Up key
    - To its beginning, press the Home key, if available
    - To its end, press the End key, if available

To close the article and return to the newspaper issue, press the ESC key or click the Close button/box.

- To return to the Index, press the ESC key, click the Return Arrow icon (DOS) or Close box (Macintosh) at the top left of the paper near the *T* of the paper's title.

Horse and Carriage
Hop in your horse and carriage to view actual video interviews with witnesses, suspects, and other leads. The controls for watching the video scenes are similar to those of a VCR.

DOS Users: The scroll bar below the video control buttons advances or rewinds the scene. For sound cards that support volume control, pressing the Ctrl and Page Up keys raises the volume and pressing the Ctrl and Page Down keys lowers the volume. To close this tool, click the Stop button or click another tool.

Holmes' Files
Pull up background information and notes of interest. There is a file on almost every name listed in the London Directory.

Baker Street Irregulars
Gather inside information on the people and places of London from Sherlock's special group of street watchers.

Remember: The options for the Horse and Carriage, Holmes' Files, and the Baker Street Irregulars are available only *after* selecting the name of a person or place in either the Notebook or Directory.

Scoring and Trial
As an aspiring detective, there are three qualities you must cultivate: 1) the power of observation, 2) the power of deduction, and 3) a broad base of precise knowledge.

So, to test your skills of detection, you will be given a certain number of points for each new clue you uncover (the *Sherlock* information file specifies the point values). The fewer resources you use, the lower your score. Your objective is to gain the most information from the least number of resources.

When you think that you've solved the case:

1. Click the Trial button to enter the Courtroom. If you have not collected all of the critical clues you will find yourself back at the Map to continue your investigation.

2. Listen carefully to the Judge's questions and answer them according to the following instructions:

   - To answer a question that requires the name of a person or place, click open the Notebook or the Directory. Then, click the name of your choice. Enter your answer by clicking the Confirm Answer button.

   - To answer a multiple choice question, click the option of your choice. Then, enter your answer by clicking the Confirm Answer button.

   - To leave the courtroom, click the Map icon. You can continue your investigation and retry your case when you have more clues. Just remember that you will have to re-answer each of the Judge's questions when you return to the courtroom.

3. If you answer all of the questions correctly, you will be able to match your score against the master sleuth's. Then, you may select the option of viewing a video of Holmes' strategy and solution to the case.

Save and Load
Because you cannot save a game to nor load a game from the *Sherlock* CD, you will have to use the following steps:

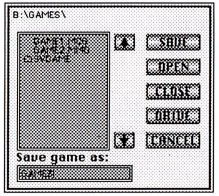
Macintosh Users
1. Click Holmes' Book to return to the game's Table Of Contents.

2. Click the Save Game or Load Game option to bring up its respective dialog box.

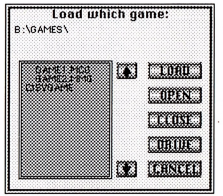
3. Using standard Macintosh procedures, switch to the drive you wish to save to or load from; then save or open a file.

DOS Users
1. Click Holmes' Book to return to the game's Table Of Contents.

2. Click the Save Game or Load Game option to open its respective dialog box, similar to those shown below:



Save Game Dialog Box



Load Game Dialog Box

3. Check to see that the names of the drive and directory you want to save to or load from appear at the top of the dialog box.

   - To change the drive, click the Drive button until the correct drive letter appears.

   - To change the directory:

     a. Use the Scroll Up or Scroll Down buttons to move through the list of directories. The directory names appear in the box on the left side of the dialog box.

     b. Click a directory to select it. Click the Open button to open the directory. If you decide that you don't want the directory, click the Close button to close it. If you decide to cancel all your changes, click the Cancel button.

   - To *save* a game:

     a. Type a name for the game in the "Save game as" box. You may use up to eight characters. *Sherlock* adds an extension to the name to show which case you are saving.

        .LN for The Two Lions
        .PNT for The Pilfered Paintings
        .MUN for The Murdered Munitions Magnate

     b. Click the Save button.

   - To *load* a game:

     a. Select the name of the game you want to load.
     b. Click the Load button.

If you have any questions, be sure to look at the *Sherlock* information file for more help. To view the file, use the instructions that are appropriate to your system:

DOS Users
Select the CD drive from the DOS prompt (e.g., to select the drive, type `D:`), type `CDBOOT` and press the ENTER key.

Macintosh Users
Open ReleaseNotes from the SherlockCD_II window.

If you have other technical questions about our products, please contact us through any of the following:

America OnLine
VNMSupport
Keyword:VIACOM

AppleLink
VNM.SUPPORT (for support)

Compuserve
76702,1604

Internet
vnmsupport@icomsim.com

Prodigy
HPRY23A

Or write to us at

Viacom New Media
Technical Support
648 South Wheeling Road
Wheeling IL 60090-5767
TEL: (708) 520-4440
FAX: (708) 459-7456
M-F, 9 a.m. - 6 p.m. CST

FROM VIACOM NEW MEDIA...

Sherlock Holmes, Consulting Detective® Volume I and Volume III

Available on CD-ROM for DOS and the Macintosh

It's a double-decker exercise in reason and resourcefulness. Can you identify the key witnesses of each case that will lead you to the killer? Up for it? Then order either volume of this highly acclaimed series. Play it. Live it. But be quick... the game's afoot!

VOLUME I CASES: The Mummy's Curse
The Mystified Murderess
The Tin Soldier

VOLUME III CASES: The Solicitous Solicitor
The Banker's Final Debt
The Thames Murders

Dracula Unleashed™

The First Truly Interactive HORROR Movie

Available on CD-ROM for DOS and the Macintosh

Time is of the essence as you are drawn into a world of evil where every decision you make is inextricably tied to the fates of those around you. Through multiple pathways and the unique use of more than 90 minutes of video and an original soundtrack, you direct the drama, suspense, and passion of this Gothic mystery on CD-ROM. Experience the horror of *Dracula Unleashed!*